

\$2.00



# THE JACG NEWSLETTER

## JACG

THE JERSEY ATARI COMPUTER GROUP

VOLUME 11 NUMBER 7

(908) 298-0161

SEPTEMBER 1991

### FROM THE EDITOR'S DESK

Well, vacation time is over, school is starting, and it is time for our first ever Family Meeting. I hope it goes (went?) OK. Time for some other random thoughts.

I spent my vacation in that beautiful city on the lake, home of the next Super Bowl Champion, Buffalo Bills. While it was good to see all the old sights again, some familiar sights that were there when I moved away are gone just like they are here. No, I'm not talking about drive-in theatres! I'm talking about small computer businesses that at one time used to survive and thrive on ONLY ATARI merchandise. Gosh, were there ever days like that? Those were great times!

When I came back I got bleary-eyed staying up late at my computer desk. I'd like to say I was working on Atari stuff, but I was playing NHL Hockey for my Sega Genesis. What a game!

Foresight pays off, it's true. Every month Joe Hicswa sends in his articles on disk AND paper. Sometimes I think it is a waste of paper, but this month when he gave me the wrong article under the right title, I was lucky to have that paper copy. I'll never question it again.

Good luck to everyone this fall in school and work!!

*DAVE*

### IN THIS ISSUE ...

- 3 .... Presidential Ponderings II - J. Kennedy
- 3 .... 8-Bit VP's Report - D. Arlington
- 3 .... 8-Bit PD Librarian's Report - S. Cory
- 5 .... August Meeting Notes - J. Hicswa
- 7 .... August 8-Bit DOM - J. Hicswa
- 9 .... Bard's Tale I, II, III - L. Carey
- 10 ... GDOS Fonts With Timeworks DTP - C. Puzzlele
- 13 ... 16-Bit PD Librarian's Report - J. Dean
- 20 ... Noise From The 16-Bit VP - D. Noyes

### CALENDAR OF EVENTS

NEXT MEETING:

October 12th, 1991

10:00 AM TO NOON

FLEA MARKET Before Meeting

# Software Spectrum

386 Somerset Street  
North Plainfield, New Jersey  
07060

Telephone: (908) 561-8777

Hours: Monday through Saturday  
10:00 am to 7:00 pm

closed Sundays

ATARI software and hardware at competitive prices.  
Accessories and IBM software and hardware also available.

Many items sale priced - discount to JACG members.



## GENERAL FEATURE

### *PRESIDENTIAL PONDERINGS II* *by Joe Kennedy, President, JACG*

Here I go again! Did you like the column last month? I did. Thanks Dave! And you all should keep in mind that next month we have nominations for officers for the next year. If you think Dave did a good job with the President's column speak up next month. And if you haven't thought about it before, think about what spot you could fill to help lead the JACG to where YOU think it should be. If you want to be nominated for any office and feel bashful about speaking out at the meeting, give me a call and I'll nominate you at the meeting.

Speaking of meetings a hearty welcome to all our guests at the first JACG FAMILY Meeting. I hope those family members who attended a JACG meeting for the first time enjoyed it and come back as regular attendees to. How's that old saw go? "The family that computes together buys more computers together?"

BBS - that stands for Bulletin Board System - for those that have forgotten since the JACG board has been down. Its coming back when you read this it should be running. Gary's been working and working and working and preparing to be a Daddy so that it has taken a little longer than we thought it would but by the time you read this it should be up with the new software.

Speaking of Gary by the time you read this any back issues of the newsletter that you hadn't received should now be in your possession. See the above paragraph for the same explanation.

Well that's about all for now. See you next month and think about those nominations.

---

## 8 - BIT FEATURE

### *8 - BIT VICE PRESIDENT'S REPORT* *by Dave Arlington, 8-bit VP, JACG*

Well, after three months of hyping it at the meetings and in the newsletter, by now our first Family Meeting will have occurred. Hopefully, people will not have just showed up to get some free goodies and will have brought some programs to demo. At the time of this writing, that outcome looked pretty dim as not ONE single person offered to have their child do an 8-bit demo. Sad.

Regardless of what Joe mentions above, plan on my writing the President's column as a one-time fill-in. I am graduating from college next spring (in addition to my full-time job) and I simply do not believe I will have the time to do any officer's job except perhaps the newsletter. Unlike some others in some users groups I have known, I don't believe in volunteering for a job I know I won't have time to do properly. It's bad for the officer and bad for the group when people agree to take on tasks they know they will not complete and it's not something I ever want to be guilty of.

As for 8-bit news which is what this column is supposed to be about, well, what can I say? First, I was on vacation for almost 3 weeks and never turned my computer on once. Secondly, when I did turn it on, I was busy making all those disks to give away at the meeting. I did however hear rumors about a program called ChromaCad for the 8-bit which I believe is a three-dimensional CAD-type program for the 8-bits. When I have more info on it, I will let you know.

---

## 8 - BIT FEATURE

### *8 - BIT PD LIBRARIAN'S REPORT* *by Sam Cory, 8-bit PD Librarian, JACG*

Since I am unable to attend



meetings, our President, Joe Kennedy, kindly showed me there is a USA ATARIUSER magazine (vs the British ATARI USER) by sending me some of the copies. I learned: my subscription to START till 1994 is down the tubes!; Gary Gorski belongs to JACS; JACG doesn't exist; probably because of space requirements some of the other good club newsletters (JACG) were not mentioned; John Chapman of SPACE who worked with me on a total 8-bit disk library exchange is still with an ATARI club and editing one of the better newsletters; and THE ATARI 8-bit gets token space - including ads about 2 pages out of approx 40. This is indicative of what we old die hard timers can and must expect. This is what has always made America great, Ever onward! at the fastest pace possible.

By the way, the 8-bit material is good, and should be since well known 8-bitters are writing them. I get the feeling they are having to dig for any new material. I still have to plug the BRITS. They are now reviewing in ATARI USER all the good files for the 8-bit. Since I never had time to really enjoy games and adventures, (the library interests me more. If that is so why Sam have you made so many errors?) it is quite an eye opening listing. Kind of whets the appetite. They also have a column giving game hints. Makes you want to try the games just to use the Easter Eggs. Written on a level like that used in ATARIUSER. WE used to print Easter Eggs in our newsletter. If there was any demand we could start printing them from PAGE 6. They make nice fillers. Wonder if 16-bit has any joy like those.

There is no way I regret being a sole 8-bit. Looking at the vast amount of untouched files to be made into BATCH DISKS represented by #6 (JACG234D) for one of this months DOMs' makes me content. It contains some AMS files and a bunch of goodies. Look at the DISK LIBRARY TABLE for the directory list put there for your convenience. There are limited copies.

Don't steal them, PLEASE. It only cheats others from that info. The other DOM is JACG235D from PAGE 6 (BRIT ATARI USER) covering EDUCATION: 1st "GREEK WORLD"; 2nd "EARTH SCIENCES".

There will be a complete revision of the Title Sheet by Jan 1992 to correct all the errors. The first stage appears this month. You will be advised of corrections. First was to move a column to the rear to make expansion room for the FRONT. Also, move the pricing information to the REAR. These changes make future additions much easier. The sheet can now contain 5 years more of Titles at our present rate. How many of you will be around then? I will, and we have the material to do it. That will be BATCH DISK #132!! I hope I will learn the job by then. At the same time, a corrected and up-to-date listing of every disk directory with some notes is being made. Last time I did this stopped at 56 and was on two sides. This one will be more than three DS disks, and how many SSided? (JACG#240 or over 4x as much).

A Wall Street Week maven on junk bonds made mention of Eastern Airlines along with ATARI as a good buy. Noting ATARI was less a manufacturing company and getting higher in capital and lower in debt. Not real quotes but I have it on tape.

Thanks to Mike Hochman, I just received the third JACG newsletter of this year. Somewhere in the Gary Gorski dungeons lies my March, April, May, June, and July newsletters. Does anyone have the EASTER EGG so I can find my way through this Adventure? I understand this is true for many others including our exchanges with other clubs - Ol Hackers for one. Maybe this is why he is listed as a JACS member. Happy Honeymoon, and Marriage Gary but isn't it over yet? Our reputation with other clubs must be pretty bad if this is universal. I have been holding off out of friendship and courtesy, but this is getting ridiculous. Never can we hold a club together this way.



Gary, do not find some good club member who will take it over. Since you assumed the responsibility you should get on your horse and get them out. Don't pass the buck.

According to our GOOD friend ALEX PIGNATO of OL HACKERS this company has an excellent buy in an ATARI(?) 1200 BAUD MODEM.

DAMARK INTERNATIONAL, INC.  
7101 WINNETKA AVE N  
P.O.BOX 29900  
MINNEAPOLIS, MN 55429-0900

ITEM #1815 \$25 WITH SHPG.

By the way I used to get their catalog. It has good pricing, and parts except I never had any use for their products. They cut me out. In todays market that was proper.

If anyone has a problem or a solution to reading all disks with SPA 3.2D, I have the problem with some of the SPACE DISKS. Please help, I can read them with dos 2.0s but all the disk transfers slow me down. With my speed turtles do better under normal conditions.

Personal item. If everything goes correctly I should have a right hip replacement by the end of Oct. Boy do I need it. They did promise to leave my brain alone. Tough on you!

Hope everyone had a wonderful Summer vacation. Sam Cory, 8-bit Librarian.

---

#### GENERAL FEATURE

##### AUGUST MEETING NOTES

*by Joseph E. Hicswa, JACG*

Friday August 9th was a blessed, rainy day for local plant-life and people who like wetness. Weather broke Saturday morning; Ol' Sol was able to peek from behind scudding clouds to see which JACG members, their guests and friendly strangers were going to Jersey

Atari Computer Group monthly meeting at AT&T Bell Labs in Murray Hill, N.J. I was one of them, arrived about 8:15. Nope! I was not first. Two officer-members were there ahead of me: 16-Bit Vice President David Noyes and Editor/8-Bit Vice President Dave Arlington. We chatted briefly awaiting Security to unlock the doors.

I mentioned to Mr. Noyes that a past issue of Atari Explorer contained his by-line article and listed him as a Contributing Editor. He smiled.

"Dave," I enquired, "How did you become a Contributing Editor?"

"They contacted me", he modestly replied. "I had been writing for our JACG newsletter and was asked to do product reviews for that magazine." An honor like that is difficult to refuse. Dave accepted. David Noyes no longer writes for ATARI Explorer. He writes exclusively for our JACG newsletter, and has been writing for us for the past five years.

Dave Noyes likes, enjoys computer writing and appreciates "no deadline pressures". Deadlines take the fun out of writing for Dave. His favorite word processing program is Word Perfect.

From Editor Arlington I gleaned info about the 16-bit ST. "Dave", I said, "I'm reluctant to upgrade from my 8-bit because it seems difficult to learn the 16-bit."

Mr. Arlington explained that using a mouse is simple to learn. It moves the cursor and clicks easily. Also, the ST has a special Operating System (OS). Alas, before he could continue and elaborate, Security arrived and we began carting in the Club demo hardware and personal flea market items. (Later I learned from Joseph Robrecky, who sets up the stage for demos that the built-in Operating System is TOS. Also Atari DOS with which I am familiar with can be used.) [EDITOR'S NOTE: Although you can use 8-bit Atari DOS with an ST with a special translator program,



since none of the ST software uses that kind of DOS, and none of the 8-bit programs come on ST disks, using ATARI 8-bit DOS on an ST remains a novelty rather than a workable alternative.]

The flea market lobby quickly filled up with members hungry for bargains. It is difficult to walk by flea market tables without making a purchase. Bargains are there. Buyers took advantage of them. Software available for both 8 and 16 bit included Music Painting, Graphic Arts, Games, Children Tutorials, Home and Business Applications and lots of others. If you need it or want it, it is there. Maybe not at every meeting, but sooner or later it comes there!

Looking for a 16-bit system? A 1040ST with mouse, color monitor, double sided drive plus software was offered for \$450.00. \$65.00 got a 130XE with built-in translator for those "oldie" 800 programs. How about a 520ST for \$190.00? There were monitors from \$15.00 to \$185.00. One 1020 color printer had a five dollar price tag. Member donated, free magazines were quickly grabbed. 8 and 16 bit Disks of the Months were almost sold out.

Overheard in the men's room:

VOICE 1: "Do you think the 8 bit will die out?"

VOICE 2: "No way. There may not be much new software coming out but there is a lot of it available."

VOICE 3: "If a person had all the 8 bit software available, he couldn't go through it in a lifetime."

There you have it readers. The 8 bit just won't go away.

When picking up a newsletter, I recieved extra door prize tickets for my three newsletter articles and three demos for the meeting. (They paid off!) Later, AtariUser magazines arrived - 2 back issues. I got my copies! They are FREE at meetings, otherwise they cost

\$2 each.

President Joseph Kennedy allowed time for shopping and picking up the newsletter before opening our meeting with the regular Question/Answer session. There was a question about copying programs from one disk to another with an ST. Another had to do with alphabetizing Disk Directories. Then there was the member who had a problem initializing TIME: hours, minutes, seconds. Now write an article about one of your problems and explain how it was solved.

President Kennedy officially opened the meeting with some comments about his newsletter article. He reported for Finance Chairman, Jack Rutt who had to leave early. We are financially stable.

Joe explained the delay in mailing some past newsletter issues. (No, they were not withheld for non-payment of dues.) Gary Gorski forgot they were buried in his auto. They (HOPEFULLY) have been found and mailed.

Secretary Mike Hochman reported a total of 88 members.

16-Bit VP David Noyes described briefly some disks being donated to the ST library. He also mentioned that GEMINI, in Morristown (201-267-0988) has a 50% sale on Atari software. Store hours are erratic. Call before going.

David told us how he recieved and recieves outstanding help from Big Brother, Charlie Miller. Charlie's number is on the rear page. Charlie's middle name should be JACG. He is knowledgable and devoted. Call him. He is there waiting for you.

ST Librarian John H. Dean thanked Steve Newfield and Dave Noyes for their donations to our club library. He referred to some ST articles in AIM and other ST magazines. The VP told us about a problem he had with his NEC printer. The printer head gave up. Luckily he had Printer Service



Insurance. He called. They came. ...next day to John's house and replaced the faulty printer head. How about that! John is planning to devote more time developing graphic programs for the ST. While continuing as consultant for our ST library, Mr. Dean is making way for newer, younger members. [EDITOR'S NOTE: Although I must point out at this time that they don't come any younger or more enthusiastic than John Dean!!] They need a chance to participate also. The experience is invaluable.

8-Bit VP David Arlington iterated about the September Family Meeting being focused on children. Besides refreshments and hands-on demos for youngsters, there will be gifts for each youngster. One doorprize was a complete ATARI computer system! If your kid wasn't there, he didn't have a chance! VP Dave is accepting demos for other meetings. Let him know what you have to show us. Share it!

Editor Dave Arlington wants more 16-bit newsletter articles. (Need a word processor to write something? See our 16 or 8-bit librarians.)

Three 8-bit demos were performed by Joe Hicswa and Dave Arlington. First, Joe showed how a LISTed program can load and run automatically upon being ENTERed into the computer. (See August newsletter.) At one time people believed it was impossible. At the August meeting we saw the impossible happen on the ATARI computer. How about that! Second demo was our JACG DOM J-232D. third was J233D "Ol' Hackers Newsletter." Both are reviewed elsewhere in this newsletter.

16 Bit demos was Desk Top Publsiing ST from Timeworks deftly shown and explained by Chris Puzzele of Belle Meade. He expertly showed us, led us from dimensioning a sheet through text/font/graphic layouts to printing out the pages. He was a one-man printshop who knew what he was doing. Chris made Desk Top Publishing ST seem very user friendly with its easy to

understand menus. You supervise, tell them what to do and they get the job done!

Dave Noyes demoed some programs he is donating to our library: an IKON cataloger and ARC SHELL. (See article in the August Newsletter.)

The meeting ended with 8 and 16 bit door prizes for many happy members. I got mine, were you there to get yours? See you in October. Why don't you car pool with someone? I live in Passaic.

## 8 - BIT FEATURE

### *AUGUST 8-BIT DISK OF THE MONTH by Joseph E. Hicswa - JACG*

#### J232D - SIDE 1

Autoboot & run disk displays menu of seven MAZE GAMES preambled with mini-docs. Room for additional files.

Before flipping disk to side 2, select MENU 1 DOS.SYS

#### SIDE 2

Use DOS A for DIRECTORY to screen or printer. Side 2 files must load with: RUN "D:FILENAME.BAS"

For side 2 files to RUN from menu, put DOS.SYS onto side 2. with DOS H. Also, use DOS C to copy MENU & AUTORUN.SYS.

NOTE: FILIDX.BAS is a LIST file. Load with ENTER "D:FILIDX.BAS". At READY, type RUN, tap RETURN.

FILIDX.BAS can be tokenized for compatiblity with auto-menu. LOAD FILIDX.BAS (see above); return to disk with SAVE "D:FILIDX.BAS". It will boot from menu like other \_\_\_\_\_.BAS files.

LABEL4. BAS UTILITY. Labels for NEC/PROWRITER & EPSON compatibles.

LOTTO.BAS UTILITY? GAME? Selects lotto numbers



BIKER.BAS        GAME W/GRAPHICS & SOUND.  
Jump a motorcycle over cars.

HAVEN.BAS        GRAPHICS W/SOUND. ST  
BBS ad on 8-bit. On 8-BIT!??

PRISON. BAS     GAME. GRAPHICS W/SOUND.  
Need joysticks.

CHECK.BAS       UTILITY. Checkbook mgr.  
Compare it to yours

FILIDX.BAS      UTILITY. Labeler for  
Mail & Disk envelopes.

Fdv-  
J233D91.AUG    OL HACKERS NEWSLETTER -  
SIDE 1

Autoboot/run disk menu. Outstanding  
8-Bit support. Makes me PROUD.

#### SIDE 2

CLUB NEWSLETTER FROM GERMANY translated  
into American. Fine writers.  
Fdv-

Disk price at meetings  
Non-members \$6    Members \$3

MAIL ORDER PRICES  
Non-members \$7    Members \$4

ANALOG DISKS also sold at meetings.

---

#### Continued from Page 9

astound its players. As I have  
never played the game, I can't  
really know until I buy it (which  
might take a while since I'd like  
to finish Bard's Tale II as

well!). One thing is for sure  
though ; set amongst hobgoblins,  
dragons, wizards and warlocks,  
the Bard's Tale series is best  
not played by those weak of heart.

---

#### Continued from Page 12

literal character descriptions.  
Instead of generating a single  
bitmap of a type face, HyperFont  
contains graphical objects which  
can make use of the maximum  
resolution of any device. (This  
corresponds to Easy Draw's  
object-oriented graphics approach  
vs. pixel-oriented 'paint'  
programs like DEGAS or Neochrome.)  
The program makes excellent use of  
Bezier curves, which provide the  
smoothest of possible transitions  
between lines...

So now that it seems like  
I've got GDOS in the bag, along  
comes UltraScript, and it looks

like maybe I'm starting from  
scratch... UltraScript is a very  
high quality print output language  
that does for the ST what  
PostScript has done for the  
Macintosh. I've seen UltraScript  
output from the Atari laser, (And  
if all goes well, you're looking at  
some of it right now...), and it is  
GOOD! UltraScript comes with a  
limited number of fonts(Sigh...),  
but many more are already  
available(Phew!).

Anyway, the floodgates are  
open, and if the ST is ever going  
to carve out a chunk of the DTP  
market for itself, I expect right  
about now is when it will happen.

---



## Bard's Tale I, II, and III

by Liam Carey - JACG

1...2...3...How time flies when you're having fun! For three years now I have been playing Bard's Tale and I STILL can't tear my eyes away from the screen! Made by Electronics Arts and produced by Michael Cranford of Interplay Productions, Bard's Tale has one of those rare qualities that each of us seek, whether it be in games or in life itself: Excitement and the ability to keep the player interested indefinitely (in my case, THREE YEARS!). Many times, when you have just purchased a game, you find yourself thinking "Wow! What a steal! This game is great!" However, the game often rapidly deteriorates into nothing more than an arcade game where the question turns from "Will I beat this game?!" to "When will I beat this game?" and the hardest part is trying not to fall asleep. The excitement is gone and the same routine goes on and on and on...Well, you get the point. In the game Bard's Tale, however, the game is NEVER the same. Aside from the rare areas of the game, the plan of attacks and number are random! Right away the uncautious traveler is propelled into a land of uncertainty, where all excitement comes from.

Set in the city of Skara Brae, Bard's Tale has more than 16 underground mazes with the famous city above. The evil wizard, Mangar the Dark, threatens all the countryside with his evil powers. Freezing the lands outside Skara Brae and isolating the terrified city from any possible help wasn't Mangar's worst feat. As his dark creatures of the night become more bold and begin to terrify the people by daylight, and as

Mangar's powers continue to grow, it is evident that the only hope for the city must come from within. But where and from whom? Who is brave enough (or foolish enough) to cross Mangar's evil path? YOU are Skara Brae's only chance of survival before the dark forces overwhelm all who live and breathe in the city. YOU, a couple of junior Magic Users, Bard's, and Warriors, must defeat Mangar the Dark.

The variety and vastness of creatures and levels of difficulty are what I love about the game. There are quite a few tricks that are very important that the manual tells you about...and then there are those they DON'T tell you about. Like ways to...well I won't elaborate any further nor will I disclose any "cheat sheets" until you go out and find out for yourself what took me three years to discover about Bard's Tale: There's NEVER a dull moment.

Bard's Tale I was put out 6 years ago and in that space of time Bard's Tale II has come out. Many, many times larger than Bard's Tale I, BT II has the advantage of not just one city, but a whole country. The compatibility between the two games is astounding since the character's in BT I can be used in BT II! Thus, no experience is lost nor any time in trying to rebuild your characters from scratch. In BT I there were some 85 spells but in BT II there are MORE! Used properly, magic is a wise man's friend...or a fool's death warrant.

Not only have Bard's Tale I and II come out, but due to their success, Bard's Tale III has come out as well! The success of its predecessors ensures that it will

Continued on Page 8



HOW TO GET  
"GDOS" FONTS  
TO WORK WITH  
"TIMEWORKS DESKTOP PUBLISHING"

Like many of you, I have not made very many contributions to the J.A.C.G. Newsletter. Over the last few weeks, however, I promised myself that I would at least write one short little article. A few days had gone by and I still never sat down at the keyboard to type up a few paragraphs. To make a long story short, I turned on the modem and was attempting to call a BBS. As usual, the line was again busy.

As I sat and waited, while the computer redialed, I decided to finger through one of the booklets that I had picked up at the last J.A.C.G. meeting. If you are unsure of what booklet I am referring to, it is basically a combination of several dozen different ATARI newsletters from around the United States.

Just like any other college student, I was too lazy to read most of the articles. Instead, I was just looking over some of the pictures and trying to get some ideas on how others are doing desktop publishing. Then I saw it! An article which referred to the only desktop publishing program that I have, or know how to use. It was an article which spoke about Timeworks Desktop Publishing.

I read over the article and was simply amazed at what it was telling me. In short, it explains in less than two pages how to get GDOS fonts to work with Timeworks Desktop Publishing. Rather than sit here and steal someone else's words, I decided that it would be more helpful to everyone if I simply included the "exact"

newsletter. To give credit, where credit is certainly due, it was written by Dave Read.

Before I end this little tidbit of news, I just want to mention that I have not even had an opportunity to try out what this article suggests. As you will soon see, Dave Read refers to two separate programs, neither of which I have: FONTZ and HyperFont. Therefore, if someone already has one of these programs and gets it to work correctly, Please let me know. There would be no one happier to find out that I can use GDOS fonts on my Timeworks Desktop Publishing program. In fact, although I am not positive, if one does convert a public domain GDOS font onto Timeworks Desktop Publishing program, than that also would be public domain. This may even lead to an unlimited number of different fonts while using Timeworks Desktop Publishing for a VERY limited budget. In fact, this may even become a new contribution into Shareware!

If anyone does get a GDOS font to work with Timeworks Desktop Publisher, than please give me a call and let me know. My phone number is: 908-281-6773. Or if you would prefer to send me a disk with a Converted GDOS font, than I will most certainly return to you the disk that you used in addition to a VERY BIG "Thank You!!" My address is the following:

Chris Puzzele  
9 Daniel Drive  
Belle Mead, NJ, 08502



Again, I take absolutely no credit for the following article. I saw it, and thought it would be able to help many of you. Enjoy!

\*\*\*And now FINALLY... The "EXACT" article written by Dave Read:

#### OVERFLOWING FONTS!

The main body of this month's column was written way back in March after I discovered how to get GDOS fonts created with Neocept's FONTZ! to work with Timeworks Desktop Publisher ST... I had to go to New Mexico for a couple of weeks in early April and missed the publication deadline for last month's issue. (Now I know how it feels from both sides!) In the meantime, there have been some other important developments in the area of typefaces and ST DTP, most notably, the arrival of MichTron's Hyperfont, which is an excellent and unique DTP utility that allows the generation of outline fonts for use with GDOS. Nope, that's not a misprint. Design the font once and use it with any of your GDOS devices and applications in any range of sizes you need. Within a few weeks of the appearance of HyperFont, the long-awaited UltraScript has shown up and now our options have expanded enormously. I'll finish up with info on both of these major DTP developments, but first, allow me my moment of glory.

#### AT LAST IT CAN BE TOLD

I have entered into battle with the dreaded GDOS monster and emerged victorious! I've tamed Timeworks Desktop Publisher ST into accepting GDOS fonts created

with Neocept's FONTZ!... Release the pigeons! Let all make merry!...

Okay, I know I'm being overly dramatic, but after my six month long, stop and go struggle with this situation, I feel like cheering. Looking back, the problems I had seem almost trivial, but believe me, I feel as though it's a major accomplishment. A lot of my difficulties were the result of my own ignorance and disorganization, but ultimately, that one back-breaking straw, that intermittent glitch, the one that got away, turned out to be the result of an unpublished, application-specific bug. I feel vindicated. And here come the fonts!!!

I won't keep you in suspense: Although GDOS allows the font ID number to range from 0 to 32767, Timeworks DTP does not. (The font ID number is a unique value placed within the header of a GDOS font file to indicate fonts are from the same family. It allows an application to know, for example, that the 36 point laser and hi-rez screen Swiss fonts go together.) All this time, I had been keeping the ID numbers on my own fonts way up there around 10000 or so, thinking myself very clever, because I expected to avoid font ID number conflicts with existing fonts in this way! Wow. In fact, the one font that I was doing most of my experimenting with happened to have an ID number of 10012. The ID number on the Timeworks Swiss font is 00012. Guess what? Even though Timeworks would display the name of my font, I could only get the font to display on screen by performing an arcane and convoluted sequence of operations, switching between the TEXT and PARAGRAPH modes of the program. Otherwise, whenever I selected my



own font, Timeworks would just display Swiss. I don't know if I ever would have stumbled onto this on my own, but fortunately, the April issue of ST Log featured two GDOS font related items that brought it to my attention. I feel display indebted to Charles F Johnson and Maurice Molyneaux for pointing out that some applications won't accept font ID's larger than 256. Upon reading this, I booted up FONTZ!, fixed the ID numbers, did the 'GDOS Shuffle'(About which, more later,)), booted up Timeworks DTP, and 'Huzzah! Huzzah!, there was my personal font in all its glory!

Now that the smoke has cleared, I can present the complete process of adding fonts to Timeworks DTP via FONTZ!. Here are the basic steps:

1. Create a font family by using FONTZ! to make a separate GDOS font file for each type size/display device combination.(Be sure to use an ID number below 256, and don't use a number already installed in any of the existing Timeworks fonts!)
2. Copy the font files to the Timeworks GDOS folder.
3. Edit the ASSIGN.SYS file to include the names of your font files.
4. Boot-up using this ASSIGN.SYS file.
5. Run the Timeworks FONTWID.APP program.(You must first delete the PUBLISH.WID file.)
6. Run Timeworks PUBLISH.APP program. Your new fonts(s) should now be available.

Simple, isn't it?

The steps should be followed precisely, since there are a lot of 'invisible' ways to goof up(This is the voice of experience!) and its a lengthy process that doesn't get

any funnier on repetition!

Well, that was then and this is now...

I've added Hyperfont to my typeface arsenal and things are looking very much brighter. HyperFont avoids the ID number problem by only allowing the selection of low font ID numbers. What's really great about it though, is what it does. You probably are aware by now that GDOS uses bitmapped font files for its text output. In other words, for each size of each typeface and for each output device(Screen, dot matrix printer, laser printer, etc.), a separate file is required to define which dots are set and where for each character in the typeface. To create all these bitmaps is going to be extremely tedious and time-consuming, even for just a couple of sizes on a couple of different devices. FONTZ! allows one to perform scaling on a GDOS font file, which is helpful, but alas, the ST has but limited intellect and does not understand that a curve made of a certain number of pixels should be approximated as a curve of a different size after scaling, and the user must manually edit the new bitmap to obtain the closest approximation of the original shape. This problem manifests itself regardless of which direction the scaling is done. If a bitmap is scaled down to a smaller size, details are lost. If it is scaled up to a larger size, the 'jaggies' which were visually acceptable in the smaller size have become large enough to ruin the appearance of the characters, and must be 'faired' by eye to regain the desired shape.

HyperFont automates and perfects the scaling process by relying on virtual rather than

Continued on Page 8



## JACGLSEA.246

### This is a UTILITYdisk

**CLOCKSET.APP** CLOCKSET.PRГ allows you to set the system time and date. Its use is very simple. Just run the program (you may want to install it in your HotWire menu). It will show the current time and date and allow you to change it as you desire. When you're done, click on 'OK' (or 'Cancel' if you don't want to change the time/date).

**DCMOUSER.APP** DC Mouser will turn your mouse cursor on or off with the press of a key. 1) Run DCMOUSER.PRГ from the desktop. DC Mouser will display a message on-screen saying it is installed. Press the right keys to do what you want: Display mouse: <CONTROL>+<LEFT SHIFT>+<UP ARROW> Hide mouse: <CONTROL>+<LEFT SHIFT>+<DOWN ARROW>

**DCRESERVE.APP** DC Reserve will reserve a pre-defined amount of memory when you execute a program. For instance, if you run FLASH! it normally uses all available memory for a capture buffer. With DC Reserve installed and set to reserve 100K, when you execute FLASH! you will have 100K free RAM in the program for use for other things (like DC Shower).

**DCSALVAG.APP** Ever have a file that you can't copy because of a bad sector in the middle of the file? What to do, what to do? DC Salvage will read a file in one sector at a time until all that can be read in is read in. Then the file will be copied to a destination of your choosing.

**DC\_HOMEY.APP** DC Homey will position the mouse cursor in the middle of the screen when you press the <ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> keys. Now, you can find your mouse instantly.

**DOSTESTR.APP** DOS Tester is a quick and dirty disk speed checker that we at A&D have (and still) use while developing our OS-M kernel and Universal NETwork software. We wanted a way to test the speed of individual operations - opens, writes, deletes - as well as a general seek-and-read test. Thus DOS Tester came into being.

**DRAFTJET.APP** Just put DRAFTJET.PRГ into your AUTO folder to automatically set your DeskJet printer to DRAFT mode. I wrote this skimpy utility because I was always forgetting to set the printer to draft mode when I printed. Draft mode is twice as fast as LQ mode and offers perfectly legible print, so why waste time and ink?

**ELF\_BOOT.APP** By Randy Constan. ELF-BOOT is a powerful new startup utility for the ATARI ST, from Elfin Magic Software. While there are many startup utilities for the ST which go in your auto folder, this is the only one that provides a familiar GEM-like interface, complete with mouse pointer, dialog boxes, one click functions, and even a file select window! Try it... I guarantee you'll like it! SHAREWARE

**FORMDOIT.APP** The FormDolt! program replaces the parts of the GEM environment that handles the standard dialog and alert boxes that appear in most Atari programs. Enhancements that FormDolt! offers include:

- o Keyboard Equivalents for dialog and alert box buttons
- o [Undo] key to exit dialog and alert boxes.
- o Enhanced editable text fields.
- o Ability to insert extended characters into editable text fields.
- o Editable alert box icons.
- o Control over the default exit button in alerts and dialogs.

**LEONARD6.APP** An official at Atari (who shall remain nameless) has joked publicly that Atari plans to have a head with little ones and zeros appear whenever a program crashes on the TT. The more we thought about it, the more we realized that it might actually be a good advertising gimmick, not only on the TT but also on the ST.

To show that we at CodeHead Software have a sense of humor, I decided to create a program that would replace the usual Atari "bombs" with little heads with ones and zeros in them. Since this program works on all STs and the TT, it further shows that we do indeed know how to make our software TT-compatible.

**LOWSWIT.APP** LowSwitcher permits you to execute those troublesome LOW rez only programs without switching the desktop. After running a LOW rez only program, LowSwitcher will return control to your medium rez screen.

**STWHIZ.APP** ST Whiz is a utility that allows the user to effectively execute programs without the hassle of searching through folders and data files, or having to remember the exact filename. ST Whiz contains 9 different GROUPS of programs, with each group containing up to 10 programs. Thus, you have access to 90 programs, which should be enough for most of the users. Each group can have a name to it, which could describe the type of programs in that group. For example, one group can be named "Graphics," and another "Terminal Programs." You can switch from one group to another simply by clicking on it.

**TLC\_ATTR.APP** This program is very simple to use, it runs as either an accessory or a program by changing the extender (i.e. 'ACC' for an accessory and 'PRГ' for a program) and runs in Medium or High resolution. The main screen shows a directory of the files from the current drive. To change disk drives, simply click on the drive you want



## NEW DISKS IN THE JACG ST LIBRARY FOR SEPTEMBER 1991

to see. To change directories into a folder, click on it. If you click on a file that's shown, an option box appears. The files current attributes are shown as selected on the available buttons. You can rename the file by pressing either backspace or escape and typing the new name on the line the filename is shown on. To change any of the attributes, just click on them and when you select 'Change it' the changes will be made.

**TLC\_FIXR.APP** The TLC File Fixer isn't a major utility but one that does come in handy at times. To use it, simply click on one of the 20 slots that says 'None selected' and the file selector will appear. Choose a file to change and click on okay. When you've chosen all the files you want to change, enter the old text on the first line of the dialog box, press the TAB key to get to the next line and then enter the line of text you'd like to replace the old one with.

**TLC\_FORM.APP** This program is very simple to use, it runs as either an accessory or a program by changing the extender (i.e. 'ACC' for an accessory and 'PRG' for a program) and runs in Medium or High resolution. The main screen shows all the available options, you may select either A or B to format, 9 or 10 sectors per track and between 80 and 82 tracks per disk. To enter a label for the disk, simply type it on the main screen. If an error is encountered during the formatting process, the applicable track and side number will be shown and you will have a choice as to continue attempting the format or to abort the operation.

**VERSADIR.APP** The VersaDirectory will print a directory dump to the screen, printer or disk file. You select which drive and may also select which subdirectory. Finally, choose whether the inner subdirectories will be scanned. That's it. Experiment a while and you will understand it perfectly. By the way, pressing Q while printing will stop the process. When printing to the screen or printer two files are printed per line and the file's name, size, creation date and time are printed. When printing to a disk file, only one file is printed per line and only the name and size are printed.

**VIEWGIF.APP** GIF files are computer graphic images stored in a compressed, hardware independent manner. The hardware independent format makes it a standard for moving images between different computers. VIEWGIF allows your ST to show graphics created on a PC, an Amiga, or whatever, even if the original image has more colours or pixels than the ST can display. It also allows you to convert your Atari ST images into GIF format for exchange with other systems. VIEWGIF is GEM based and operates in all three resolutions.

**JACGLSEA.247**

**This is a UTILITY disk**

**DISKSTST.APP** Can you ever get enough information about a disk? We think not. DC Disk Stat will give you important information about a disk of your choice.

**VOLUME NAME** : volume label, will be blank if none

**SERIAL #** : random serial number to identify disk

**SECTS/TRACK** : sectors per track (may not apply to all hard disks)

**TRACKS** : total tracks on disk (may not apply to all hard disks)

**SIDES** : total sides on disk (may not apply to all hard disks)

**SECTORS** : total sectors on disk

**BYTES/SECT** : bytes per sector

**SECTS/CLUSTER** : sectors per cluster (cluster is a logical grouping) : a cluster is the minimum 'logical' unit of disk space : that storage on the disk can be reserved in. : EXAMPLE: a 1 byte file uses 1 cluster : depending on the sectors per cluster and sector byte size : a cluster could be 1024, 2048, 4096 bytes or more)

**CLUSTERS** : total clusters on disk (sectors / sectors per cluster)

**RESVD SECTORS** : reserved sectors usually just one for the boot sector

**HIDDEN SECTORS** : hidden sectors, usually there are none in GEMDOS

**DISK SIZE in (K)** : size of disk in Kilobytes

**EXECUTABLE?** : is the boot sector executable? yes or no

**OEM NAME** : A six character space in the boot sector that can be used : by the formatting program as a signature

**# OF FATS** : number of FILE ALLOCATION TABLES, a FAT maps which : clusters are used on the disk, usually 2 FATS

**FAT SIZE** : FAT size in sectors

**DIR SIZE** : size of the ROOT directory in sectors

**DIR ENTRIES** : number of entries the ROOT



directory can contain FAT 1

START : first sector of FAT #1

FAT 2 START : first sector of FAT #2  
(duplicate of 1) DIR START : first sector of the  
ROOT directory DATA START : first sector  
actual storage space begins 12/16 BIT FAT : 12  
or 16 bit entries in the FAT table? 16 bit uses :  
more space but is easier to manipulate. Floppies  
are : 12 bit (and most RAMdisks) MEDIA DESC. :  
media descriptor (vestigial field from MSDOS -no  
use)

**FASTGIF.APP** Fast GIF can be run from Medium or  
Low resolution. This program requires some large buffers,  
but it will display most GIF files on a 520 ST. Just make  
sure you don't have any accessories loaded into the  
computer. Fast GIF is 3 times faster than any of the other  
programs, and except for GIFSPC.PRG it produces higher  
quality pictures. By: Bradford W. Mott Copyright (c) 1990.  
This program is Shareware.

**MONMGC.APP** Place Monitor Magic in the root  
directory of your boot drive and it will install itself as a  
desk accessory. The first thing Monitor Magic does is  
check to see which monitor you are using. If you happen to  
use the mono monitor then your only option will be to  
invert the screen colours (no big deal!) If you are using the  
colour monitor then you will be presented with three  
options upon selecting Monitor Magic from your desk  
accessory menu:-Amber Screen-Default-Green Screen- Go  
ahead, try it out! The amber and green options convert the  
colour display to green or amber text on a black  
background. Woo.....just like a PC!

"Default" returns the desktop to its original colours  
with one exception, the obnoxious bright lime green  
background has been replaced with a soothing ocean blue,  
lovely! I hope you get a kick out of Monitor Magic. It is  
freeware and you use it at your own risk. Enjoy!

**MDISK60.APP** M-Disk provides a sizable removable  
multi-function ramdisk, a floppy disk copy program (with  
virus detection logic), a fast ramdisk load/save program, a  
harddisk backup/restore program, a PS/2 compatible floppy  
disk formatting program, a boot sector virus destruction  
program, all in one program.

**MENUMSTR.APP** Menu Master is a shareware  
program that allows you to create a menu for disks with  
multiple games. You only have to set it up once and your  
information will be saved to disk. You can even have a  
different Low and Medium Menu saved to the same disk.  
LM

**TLC\_PLAY.APP** The TLC Sound Machine Version  
1.11 by Tom Hayslett. This program is very simple to use,  
it runs in either Medium or High resolution. The main

screen shows all the available options, nothing will work  
until you select a sound file to load. You can load almost  
anything into the program (not just digitized sound files).  
You can load any type of program but most sound pretty  
odd when played. After loading a file, all the options to  
manipulate it are functional. Load a sample and play with it,  
you can sometimes come up with some neat (and weird!)  
sounding files. For info, click on the TLC Icon.

**TLC\_SHOW.APP** TLC Show Version 1.0 by Tom  
Hayslett. The TLC Show program is a quick and dirty  
Spectrum picture viewer. After double clicking on the  
program, the fileselector appears for you to select a  
Spectrum (SPC) picture to view. Select the picture, it's  
quickly loaded and shown until you press another key. The  
fileselector reappears and you may choose another or click  
on 'Cancel' to return to the desktop.

**TXFLTR.APP** Text Filter By Steven Page. This  
general purpose filter for text files converts renegade files  
to a more readable format. If you have any files from alien  
wordprocessors, eg. PC or AMIGA formats, or any  
Bulletin/System board files then look no further. Text can  
be converted from uppercase to lowercase and vice versa,  
and it is also possible to exclude control characters.

## **XSHELL.APP** X\_SHELL OPTIONS -

**AUTO-FOLDER:** If this option is used (set to default  
using LZH+ARC) the archive will be unpacked to a folder  
with the same name as the archive file name. If the archive  
was packed into a folder it will default to the archive's  
folder name. Having this option ON when packing, will pack  
the contents into a folder.

**FILE-FINDER:** Allows you to find a file on your  
disk/HD using a name with wildcards. Will search specified  
drives or ALL drives. Most file finders will work but works  
best with the one included in this archive.

**FILE VIEWER:** File reader/picture viewer which handles  
all text formats and most of the popular graphics formats  
including compressed picture formats.

**GUCK.TTP:** must reside in the X\_SHELL folder!

**FILE ERASE:** Brings up the file selector and DELETES  
any file clicked on.

**EXTERN-PRG:** Allows you to call an external program.  
You may encounter problems with some programs...

**FILE-INF:** Will bring up a host of information on any  
file such as compressability, transfer times, disk space  
needed etc etc.

**PFX-COMP:** Similar to DC-Squish, allows compression  
of executable programs which can then be run from their  
compressed state.

**SFX-OPTION:** Direct access to the self-extracting  
archive creator. This is normally used when creating an



SFX file from an existing .LZH file.

**UNLZH-OPT:** Direct access to the popular UNLZH program. Best used for reading text files contained in archives fast.

**ACCS-OPT:** Click on this to access the accessory screen which allows execution of any accessories installed.

**PASSWORD:** USE WITH CARE! This option will allow you to password protect any archive, including .LZH.

## JACGLSEA.248

### This is an UTILITYdisk

**DC\_CPX.APP** This is an extension that can be called up by the new Atari Xcontrol Panel. All it does is announce the new Extension that Double Click will be making available for this new versatile CXontrol Panel.

**FPPRNT.APP** This is a little printer character output routine that patches into the TRAP 13 vector to just output characters to the printer port a bit more efficiently than TOS does. To use this program just put it in your auto-folder, preferably at or near the end. Test it out and see if it helps you out! This program is free to copy and use at your own risk. The author takes no responsibility for bugs or any damage it causes to any user.

**GER\_CPX.APP** This is a collection of German CPX extensions to the new Atari Xcontrol Panel. The accompanying text, and the working titles are in German, but you may find them of some use 'as is'. They include an ASCII table of characters in Hex, Dec, and binary, a Calendar, a disk formatter, MS\_CACHE and a program to set a new VDI path.

**IMGVIEWR.APP** Yes, the IMGVIEWR.PRG is an .IMG file viewer, but that means more than you think it does! True, it WILL show bitmapped (monoplane) .IMGs in its four windows, but it will ALSO show multi-plane .IMG files. YES, that DOES mean COLOR IMAGES! Give this program lots of memory! (Memory needed varies with .IMG size.) The IMGVIEWR.PRG runs in all resolutions, but it's best in low or high resolution. Okay, okay; it works just fine in medium, but it's slower and gobbles up twice as much memory in order to give full-scale to mono bitmaps.

**PROPRINT.APP** Pro-Print (also called "arc printer" because it "compresses" stuff you want to print out) is a program that lets you print about 4x more text on your printer, thereby saving paper, and not losing speed. True, you may imagine it is not as fast, but actually it is almost as fast as just using your normal text mode.

**TLC\_NAMR.APP** This program is very simple to use, it runs as either an accessory or a program by changing the extender (i.e. 'ACC' for an accessory and 'PRG' for a program) and runs in Medium or High resolution. The main screen shows all the available options, nothing will work

until you select a file to rename. After selecting a file, you can either enter the new name from the keyboard or click on any of the symbols shown to include them in the name. This makes a very simple way to include symbols in filenames like the copyright symbols etc. Once you're satisfied with the new name you've constructed simply press 'RETURN' or click on Change It to rename it. Simple huh? An alert showing both the old name and the new name will appear to confirm the change. For info, click on the TLC Icon.

**VIEWGIF.APP** GIF files are computer graphic images stored in a compressed, hardware independent manner. The hardware independent format makes it a standard for moving images between different computers. VIEWGIF allows your ST to show graphics created on a PC, an Amiga, or whatever, even if the original image has more colours or pixels than the ST can display. It also allows you to convert your Atari ST images into GIF format for exchange with other systems. VIEWGIF is GEM based and operates in all three resolutions.

**VKILL318.APP** What's new or different in version 3.18 (January, 1991):

- 1) You can now erase the unused portions of the FAT and directory. See "Extra Zeroing" under "Options".
- 2) You can see the use of the disk's reserved sectors before deciding whether to zero them. See "Extra Zeroing" under "Options".
- 3) You can test a disk to see if it will function properly after a Kill. See "Test Kill" under "Options".
- 4) You can easily change the serial number on a disk. Serial numbers which are all printable characters are displayed as both a serial number, and the three printable characters.
- 5) The program does a better, and more informative, job of dealing with disks containing unreadable sectors.
- 6) And, of course, it now recognizes more viruses. They just keep coming.

**XCONTROL.APP** XControl is the newest newest version of the Atari control panel. It is designed to take advantage of features only available in the latest (>20) versions of the operating system.

It is released into distribution with the following notice. Users who don't have a MegaSTE, TT030, or machine released later must use the shutdown feature of XControl whenever changing resolutions. Shutdown will appear in the options menu of XCONTROL if your version of TOS does not support the necessary features. Failure to use the shutdown option will result in unpredictable behavior of applications executed after a resolution change.

The XControl Panel coordinates many smaller programs called control panel extensions (CPXs). The initial



## NEW DISKS IN THE JACG ST LIBRARY FOR SEPTEMBER 1991

Control Panel screen displays the names of all currently loaded CPXs. You can open a CPX by positioning the pointer over the desired CPX and double clicking.

### JACGLSEA.249

#### This is an APPLICATION disk

**INVPR575.APP** INVENTORY-PRO A Simple and Efficient Inventory Control System Copyright 1987, 1988, 1989, 1990 by Hi-Tech Advisers. All Rights Reserved. Inventory-Pro(tm) uses dBase compatible data files that automatically expand as you add more records to your files. The maximum number of records allowed is limited in reality only by your disk space. The actual physical limit is two billion records per file. This Limited Version of Inventory-Pro is Available FREE OF CHARGE. The Limited DEMO Version Will Allow Entry of 50 Items Only. More than Fifty Items Will Not Be Allowed, and Entry of More than 50 Items will Require the Complete Unlimited Version, which has a suggested retail price of only \$49.00 and comes complete on two single sided floppy disks with a binder and manual.

This is a large (480K) file, and includes a DESK-TOP.INF file. Extract this to a single disk and use it as a 'boot disk' with a mono or medium color monitor.

**STAR2000.APP** Star 2000 by J. Andrzej Wrotniak is a simplified version of Star Base. The latter is a commercial program, available from Debonair Software, while Star 2000 can be distributed freely as long as all the accompanying files (including this one) remain intact. Star 2000 is a star database, browser and plotter, addressed to those with interest in astronomy. It contains data on 2000 brightest stars from the Yale Bright Stars Catalogue, allows for accessing the database in various modes, and for plotting sky maps in various reference frames, projections and magnifications.

This version of Star 2000 includes also Sun, Moon and the planets (but only for 00:00 GMT, January 1, 2001). The full implementation of planetary ephemeris is, of course, available in Star Base.

### JACGLSEA.250

#### This is an APPLICATION disk

**ADDRSSME.APP** Address and phone book. Main Features include - Search by first or last name, address, phone number. - Edit any entry. - Print... a list, one entry, mailing labels. - Speed Dial saved phone numbers - Press \* to terminate manual dial. - Save to a new file or append an old file. Speed Dial Main Features - A Desk Accessory / portable phone book - Uses a file you create with Address and phone book. Touch tone phone not included Both of these programs are SHAREWARE.

**BICYCLE.APP** If you own a bicycle which has more than 6 speeds, you probably don't know which is the proper order of the combinations of gears from lowest to highest. This program calculates the ratio of all gears to each other and puts them in order. It then draws a diagram of the fixed to the free wheels and tells you how much distance you travel in each gear per turn of the pedal crank.

**BIGBUX.APP** Big Bux contains 20 different functions to help you manage your hard-earned money. However, it is not like other programs that I have seen. This program answers questions that \_anybody\_ would want to know, such as: "If I put so much money in the bank and I wanted to make steady withdrawals for a period of five years at such and such an interest rate, how much could I take out to cover that time frame?" or... "I am depositing \$100.00 every two weeks into my savings account earning 5% interest. How much money will I have in 2 years and 8 months?" ...and many many more. SHAREWARE by Thom Rechak

**CAL51.APP** This is an Update to JACGLSEA.225. Cal is a calendar program with a difference - it lets you attach 'events' to any day of the year, either by date or according to a day's position in the month. When Cal loads, it reads the current date from your system clock and checks to see if any significant events are scheduled for the day. If so, Cal displays an alert that shows you the day's events. (When Cal loads as an ACC, it dings the system bell if a significant event is scheduled.) Cal can also communicate with CodeHead's HotWire to set up the day's alarms automatically!

**CALSUATE.APP** CALS-U-ATE is a diet helping program designed to help count your CALORIE intake. CALS-U-ATE can also be used to make daily and weekly menus. The program is mainly mouse controlled. There is a system menu on top and three MEAL windows and one FOOD window. Food items, System function and Windows are selected with the mouse by the typical Point, Click and DRAG methods used by most GEM programs.

The Food library is not complete at this time. But by using the Add Food function in the FOOD menu, you can add more food items to the list. A more complete food listing will soon be available.

**DEADMAGS.APP** This folder should have two files in it: 1) DeadMags.DMF 2) DeadMags.Doc. DeadMags.DMF is a database file from Timeworks DataManager ST database. It is a simple indexing system to keep track of articles, reviews, disk programs, etc. from the two best (but now both DEAD) Atari ST specific magazines - Compute's Atari ST and STart. This has all the issues of Compute's Atari ST and almost all of the STart issues (missing winter '86, summer '87, special issue #3, summer '88, special issue #4). They are all indexed.

**EDITV2\_1.APP** Text Screen Editor Version 2.1 by



Damien M. Jones. This program is useful anytime you need to create a text screen. It allows you a flexible method for adding color to old text screens and for making new ones. It produces text files that start in the upper left corner and proceed to the bottom of the screen. The only difference between its files and normal ASCII files is the VT52 color control sequences that are automatically inserted for you.

**NEOMASTR.APP** NEOchrome Master is by Chaos, Inc. of the Delta Force (member of the Union). Many new features have been added, all fully described in the READ\_ME.DOC's. They include: 1. STE Compatibility. NeoChrome Master uses the extended palette of 4096 colors and the Blitter Chip Accelerator of the STE and MEGA STE computers. 2. Copybox. You can now rotate the contents of the copybox at any angle. 3. Grabber. NEOchrome Master is able to calculate the needed colors between two colors. 4. Fill. Left button will fill as usual. The right button will fill with color #0 to delete a polygon. 5. Eraser. Clicking once on the eraser icon selects eraser function. If you click with the right button again on this icon NEOchrome Master quits. Pressing the left button again deletes the whole picture without any UNDO. 6. Disk. NEOchrome Master is now able to load files from different picture types. 7. Cutter. This is one of the most complex new routines in NEOchrome Master. Check the DOC's for full information. 8. Animate. The animation tool can show all objects cutted or loaded by the Cutter. The number of the actual object is written between the two arrows. 9. Rasters. To get more colorful pictures you can now change the color palette at a special scanline. This can be done by 'rasters'. SHAREWARE

## JACGLSEA.251

### This is a GAME disk

**ASSASSIN.APP** This a BBS game. It includes: ASNSYSOP.INS Assassin Sysop Instructions -- Tells how to Set-Up Assassin ASNUTIL.TOS Assassin Utility -- Used to create Assassin files ASSASSIN.INS Assassin Instructions -- Full instructions for Assassin ASSASSIN.TOS Assassin -- The game itself ASSASSIN.SCR Script file to run Assassin from BBS Express README Read Me File -- Wonder what that is? REGISTER.ME Registration Information -- Info about supporting ASSASSIN OFSCROLLFRM Order Form Scroll -- In case you wish send something to us. UPDATE.TXT List of updates and fixes in each version

Assassin is a Role Playing Game and the object of it is elimination and control. It takes place in a Medieval setting similar to the Dark Ages. Where Life is miserable for all except the Nobles and the Clergy. Violence is fairly widespread with Nobles attacking Nobles to gain more land and then the Clergy comes in taking land from the Nobles (Sort of like Income Tax) by threatening to excommunicate

them. ASSASSIN (ST Version 1.12) [Other version soon to come.] Copyright 1990 Kevin Macfarland & Wayne Myers ALL RIGHTS RESERVED. Support BBSs are listed in the DOCs.

**BEYOND.APP** TETRIS ANYONE? In the beginning there was TETRIS, now there are more TETRIS Clones in the computing world than you can shake a stick at. We have to admit, most of us are strategists at heart and we will sit for hours trying to solve puzzles. BEYOND falls right into this category, so be prepared to spend hours of addiction trying to better your score in BEYOND.

The object of the game is simple, keep the screen clear and build the highest score! Parts containing up to three of six random patterns will begin falling from the top of the screen. They can be erased from the screen by matching three 'like' patterns, either horizontally, vertically, or diagonally. If the parts don't line up, you can rotate them until they do. Once the parts are erased, the parts above the erased ones will fall to fill in the empty spaces (this sometimes causes a chain-reaction of erasures). As the level increases, so does the speed that the parts fall and at level 5, the saying "dropping like flies" comes to mind. Low Rez.

**COLONY.APP** Remember MULE! In the late 21st Century, planet colonization has become common place. The lure of unreliable rumors promising untold fortunes lead you to sign a colony charter. Each colony is given a 15 year charter. At the end of this period, the most successful member will be appointed Governor of the colony.

MULES: Of course by now the use of robotics has become standard and the Galactic Council has adopted a standard robot to assist you in colonization. The Wiz-Bang Corp. won the low bid contract and delivered their first MULE two years late and 2 billion dollars over budget. MULE (Multi Purpose Labor Element) Mules come in four different varieties based on the same chassis. All are of dubious reliability and have caused the loss of more than one colony. In the late 21st Century, planet colonization has become common place. The lure of unreliable rumors promising untold fortunes lead you to sign a colony charter. Each colony is given a 15 year charter. At the end of this period, the most successful member will be appointed Governor of the colony. Low Rez.

**DEEPLAIR.APP** Deep Lair by John Gymer (c) Kingfisher Software 1990 The Plot -- A plot? Does chess have a plot? Does draughts ornaughts and crosses? No, the aim is just to beat the opponent! Deep Lair is one of those games... except it's faster, you play it with a joystick and it's much more fun! The Aim -- The aim is to win! Deep Lair is a 2 player game in which you both control submarines armed with Woofer Torpedoes. Each player must attempt to destroy all of the other player's 6 subs. At any one time you will be carrying up to 6 topedoes of which only one can be fired at a time. Low Rez.



## NEW DISKS IN THE JACG ST LIBRARY FOR SEPTEMBER 1991

**NITROAPP-** Nitro is a simulation of Drag Racing. You can make a choice of drivers, and off you go at the starting signal! Tune up your joystick and see if you can beat your fellow competitor. Lots of fun. Low Rez.

**WARSHIPS.APP** Fighting Sail faithfully recreates classic ship-to-ship battles from the golden age of sail. The first version of this game allowed for large fleet actions. It was accurate, but too slow and a single game could last up to six hours! Then I decided to try single ship engagements. This worked really well. Not only was it better to play, it gave you more of a 'being there' feeling. I generally use mouse control for all my programming, but it turned out to be impractical. The computer beat the player while the player beat the mouse. The key commands solved this problem. Chad Davis of Ft. Wayne, Ind., gets the credit for the game idea. He sent me a letter requesting I program the Avalon Hill game 'Wooden Ships and Iron Men.' I think it's a pretty good translation. Low Rez

### JACGLSEA.252

#### This is a Desk Top Publishing(DTPB)disk

**AIM\_IMG.APP** These utilities are designed to be used in conjunction with the IMG Scan by Seymour-Radix, and a public domain image processor called AIM. After saving the raw data from your IMG Scanner, run IMG\_AIMPRG, take note that 32 bytes are dropped from each side of the image to make it conform to AIM's different image format. After processing the image with AIM run the IMG\_AIM program one more time to convert back to IMG Scan format. You can now save the file as Degas, or NEO.

**CRYPTFNT.APP** Enclosed in this file should be:

Cotton.DMF

Cotton.HI

Cotton.PS

Cotton.PFA (type 3 postscript file for use with Ultrascript)

Cotton.PFB (type 1 postscript file for use with PGS 201)

Cotton.AFM (also for PGS 201)

Crypt.DMF

Crypt.HI

Crypt.PS

Crypt.PFA (type 3 postscript file for use with Ultrascript)

Crypt.PFB (type 1 postscript file for use with PGS 201)

Crypt.AFM (also for PGS 201)

Cotton is a western style CAPS only font.

Crypt is like 'Tales from the Crypt' title.

These fonts are a shareware offering by Bill Bencivenga

**MACTOLAPP** Macintosh to IBM/ST font converter. Released into the Public Domain by MegaType Software, the folks who bring you Fontverter, and the Font Designer family of programs, to make your Desktop Publishing life more enjoyable and productive. MACIBM ver 1.0 converts Macintosh Type 1 format fonts to the format required by the ATARI ST, and IBM PC compatibles. Written originally for users of TYPE1CVT.PRG (from MegaType \$39.95), we decided it would be beneficial to all ST DTP users.

**MANUALAY.APP** 12 Page folded booklet manual layout for Calamus. This file goes in your PAGES folder. Use it to produce a neat-looking manual of 12 pages and a cover.

**MICRON.APP** Contains Calamus fonts as follows: MICR75.CFN Micron Demi font for Calamus and Outline Art. MICR75LCFN The italicized version of the above. MICR90.CFN Micron Bold Extended font for Calamus and Outline Art. MICR90ELCFN The italicized version of the above. In case you're not familiar with this font, it's much like Microgramma or Eurostile Extended. It is often used for headlines because it is clean and modern. If you're a fan of Star Trek paraphernalia, much of the written material uses this font for headlines.

**PREMIERC.APP** Premier Light is converted from a public domain Macintosh Type 1 font. It may be freely distributed. Courtesy Computer Safari, Bernie LaGrave and Sandy Cerovich of the Safari Fonts Design Team.

### ST LIBRARYDISKS

New disks are added to the JACG ST disk library every month. If you have a need for something in the PD and/or Shareware world that we do not already have, we will do our best to get it for you.

Disks are available by mail order. The cost is \$5.00 each, which includes mailing cost. Send your order, and check (made out to J.A.C.G.), to:

John H. Dean RD #2 Box 788 Sussex, NJ 07461



Noise from the Vice-President  
16-bit (ST)  
- D. B. Noyes, JACG

#### PET PEEVES

I recall that it wasn't too long ago that one of my diatribes against commercial software publishers and/or distributors made it's way into print in the JACG NEWSLETTER. My complaint was that it was unconscionable of the marketeers to peddle their software products without clearly indicating (on the outside of the packaging) such essentials as version number, memory required, compatibility, other equipment required, etc. I am still rankled by the ongoing lack of such information on commercial products, however, I do see some improvement.

Of course, at least in the ATARI ST world, if one wasn't pleased with a commercial product, there was (more often than not) a good-to-excellent PD, Freeware, or Shareware product available. For me, I utilize GENIE and COMPUSERVE as my source of such software. If you have not noticed a trend...let me make you aware of what I see. There have always been "pure" DEMO programs, which do nothing but show the user what the "real" program can do, and for the most part, the word "DEMO" is in either the title, or the brief description of the software. If one was unsure, one could always access a more complete description of the software. Shareware authors also "protect" their work by inhibiting features, limiting features, or by including delays, sounds and messages. There is, of course, nothing wrong with this.

Where the "wrong" is, is in

not telling the potential "downloader" (by means of either the short or long description of the software) that the software is, in fact, "not as advertised." More and more, the first time I find out that the downloaded software is not what is touted in the description, is in either my use of it, or in the text documentation of the software.

Now why should this aggravate me? After all, the software hasn't cost me anything, has it? Well, YES, it has cost me. I've spent time reviewing new files listings, and money (access time) and telephone charges, downloading. Believe me some of these files are quite LARGE...several hundred "K" in size. Further, there is something about being duped or "taken" that (at least to me) is an intangible "cost." We need some honesty here. I CERTAINLY WILL NOT send \$\$\$ to a Shareware author who "snookered" me into downloading a such programs, no matter how good the software appears.

#### FROM THE PD WORLD

This month I've got 11 (yes, ELEVEN) double-sided disks of LZH'd .TNY pictures for John Dean and the ST Disk Library. Beyond this, I will give John 4 (four) additional double-sided disks of my latest downloads. These include (but are not limited to):

\*AV3.75 - The latest ASCII View  
\*BOOT-CPX - Boot module for the



extendible control panel  
\*The ATARI Extendible Control  
Panel  
\*ARGUS - A program to tell you  
(at any given time, what  
the running program  
is doing  
\*SNOWBALL - A winter game from  
DC (Double Click)  
\*FORMDOIT 1.2D - The latest  
from Wilga of  
Gribnif  
\*DIVERT - Use hard drive instead

of floppy "A" w/ applications  
that call for "A"  
\*Various DeskJet utilities/  
applications  
\*LZH201 - The latest  
compatibility problems  
solved  
\*SLINGSHOT 1.11 - Program  
launcher  
\*PUMPUP - Another disk  
formatter  
\*CHKHD81 - Benchmark your  
hard drive

## COMPUTER SERVICE

ATARI / AMIGA / COMMODORE / MAGNAVOX

FACTORY AUTHORIZED SERVICE

REPAIRS ON MOST MAJOR BRAND  
PC 'S, DISK DRIVES and MONITORS

## KBS SYSTEMS, INC.

TEL: (201) 292-9677

988 Route 53  
Morris Plains, NJ, 07950

Business Hours  
MON - FRI 9am to 6pm  
SATURDAY 10am to 4pm

UPS Shipments Gladly Accepted



## **DEPENDABLE PARTS INC.**

168 Main Street  
Chatham, NJ  
07928

TEL.: (201) 635-5888

New Jersey's oldest authorized  
**ATARI** Service Center

**HOURS:** Monday through Friday: 9:00 am to 5:30 pm  
Saturday: 9:00 am to 3:00 pm

We also service T.V.'s, Microwave Ovens, Stereos,  
and Stereo Components, VCR's  
CD Players, and Monitors (RGB, CGA, EGA, VGA,  
and Super VGA).

Factory authorized service also for:  
**SYLVANIA, MAGNAVOX** (including P.C.'s),  
**MITSUBISHI**, and **COMMODORE**



# Copy Quality Inc.

490 Schooley's Mountain Rd. Suite #2 Hackettstown, NJ 07840 908-850-4234

**This Office Has Not  
Recorded A  
Typewriter-  
Related Accident In  
27  
DAYS**

**It Has Not  
Recorded A  
Typewriter-  
Related Death In  
53  
DAYS**

Keep Up The Good Work, Everyone!



**JACG INC**  
Jersey Atari Computer Group  
P. O. Box 5206  
Newark, NJ 07105-0206

**JACG**  
Thanks For Staying With JACG.  
0205

## JACG NEWSLETTER

### JACG Membership Application

Dues, Including Newsletter \$25.00

☐ Renew ☐ New ☐ Former

☐ 8-Bit ☐ ST/Mega

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State/Country/Zipcode: \_\_\_\_\_

HomePhoneNumber: \_\_\_\_\_

BusinessPhoneNumber: \_\_\_\_\_

Mail to: JACG Membership Chairman  
P. O. Box 5206 Newark, NJ 07105-0206

### Executive Committee

**Joe Kennedy** **PRESIDENT**  
126 Jupiter St. Clark, NJ 07066 (908)-388-6717

**David B. Noyes** **16-BIT V.P. & ADVERTISING**  
3 Ann Road, Long Valley, NJ 07853 (908)-362-3165

**David Arlington** **8-BIT V.P. & EDITOR**  
Eagle Rock Village, Bldg. 8 Apt. 3B Budd Lake NJ 07828 (201)-347-5227

**Mike Hochman** **SECRETARY & MEMBERSHIP**  
4 Julius Way, Howell, NJ 07731 (908)-901-9276

**Jack Rutt** **TREASURER**  
52 Decotah Avenue, Rockaway, NJ 07828 (201)-625-0273

**John H. Dean** **16-BIT LIBRARIAN**  
RFD #2 Box 788 Sussex, NJ 07461 (201)-827-3902

**Sam Cory** **8-BIT LIBRARIAN**  
P. O. BOX 368 Blairstown, NJ 07825 (908)-362-5474

**David Noyes** **PRESIDENT EMERITUS**  
3 Ann Road, Long Valley, NJ 07853 (908)-362-3165

**ASSISTANT LIBRARIANS**  
(8-BIT) Bill Garmany Jr., Dave Green, Ed Salvesen  
(16-BIT) Peter Rotton

**BULLETIN BOARD SYSTEM OPERATORS**  
Gary Gorski, Joseph Kennedy, Mark Rotton

**JACG BBS - (908) - 298-0161**

**JACG BIG BROTHER**  
Charles J. Miller - (908)-469-6190

**Support Your Club and  
Get Something of Value  
at the Same Time**

### Advertising Rates

**Full Page (7.5 x 9.0) \$45.00**

**Half Page \$25.00**

**Quarter Page \$18.00**

**Discount Rates Available**

The Jersey Atari Computer Group Inc. (JACG) is an independent, informal organization of Atari computer users. It is not affiliated with Atari Corporation or any other commercial enterprise. Opinions expressed in this publication reflect only the views of the individual author, and do not necessarily the views of JACG. Material in this Newsletter may be reprinted by other Atari Users Groups, provided the author (if applicable) and the JACG are given credit. Only original work may be reprinted. Questions concerning reprinting should be addressed to the Editor.